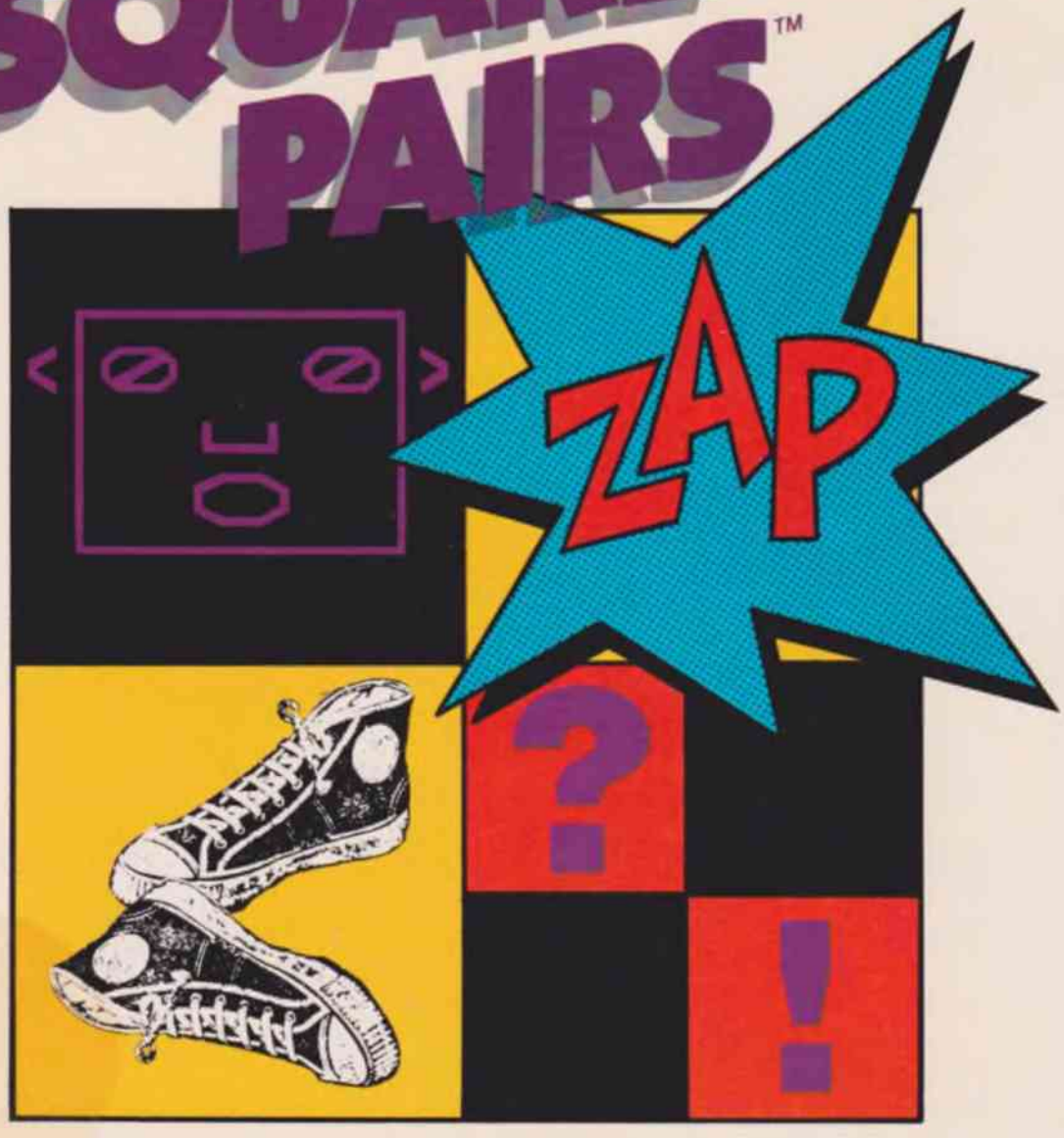
SQUARE PAIRS™

SQUARE PAIRS™

Matching Games of Memory and Imagination



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FUN SKILLS SERIES:
Problem-solving

Ages 7 to Adult

SQUARE PAIRS™

The computer concentration game for up to four players.

Play matching games that challenge your memory and imagination. Increase your powers of concentration and use your problem-solving skills, too.

Start with our games, and match words, phrases, or patterns. Then use the SQUARE PAIRS Gamemaker™ to create lots of your own games. You can make these games as simple, serious, or silly as you want. Play with friends or play against the computer.

SQUARE PAIRS—find the most matches to win.

Learning Opportunities

SQUARE PAIRS reinforces visual memory and problem-solving skills. Even the youngest players can exercise their imaginations by creating SQUARE PAIRS games.

Contents: 1 disk or cassette, 1 handbook

Designed and developed by Teaching Tools Software, Inc.
Art Direction and Package Design: Sandi Young
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ISBN 0-590-96910-2

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2931 East McCarty St.
P.O. Box 7502
Jefferson City, MO 65102

Scholastic Guarantee

This computer program has been thoroughly tested by ***Scholastic*** among teachers and children and is designed to challenge, stimulate and entertain your child. It reflects Scholastic's more than 60 years of experience in developing young minds.

Scholastic Wizware™

Commodore 64®, Disk

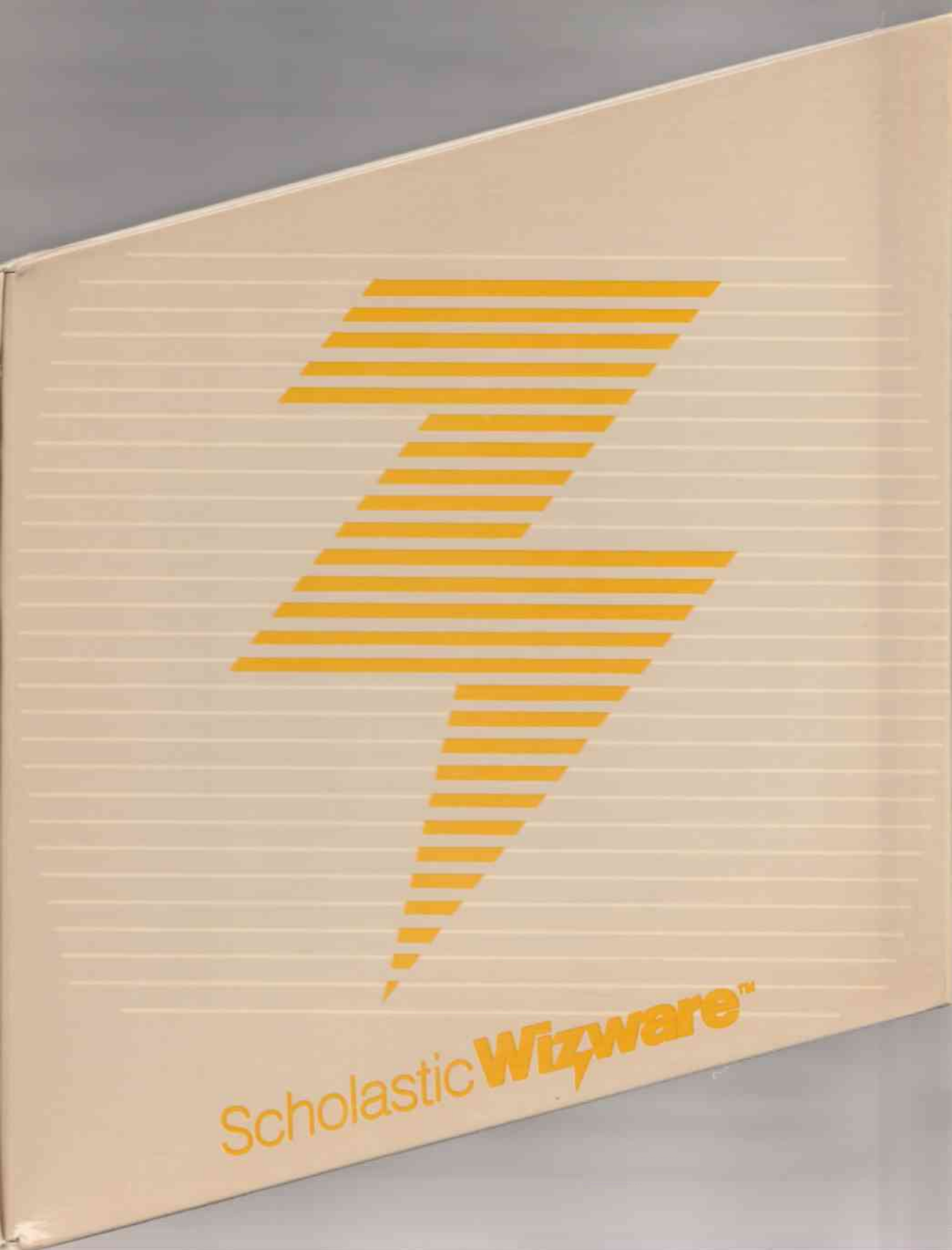
SQUARE PAIRS™

Matching games of memory and imagination—
Start with ours, then create your own.

Verb

Subject

Ages 7–12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SQUARE PAIRS™

Original Title: THE MATCH GAME

Scholastic Inc.
0-590-96839-4

Designers and Developers: Teaching Tools: Microcomputer Services

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Wizware programs are specially designed to help young people get the most fun out of learning and the most learning out of fun. Created by Scholastic, the largest publisher of children's books and magazines in the English-speaking world, Wizware programs are challenging, exciting, thought-provoking, and flexible.

Have a question? Call the Wizline℠ number and ask a Wizkid what to do.

Square Pairs™

Play matching games that challenge your memory and imagination. Increase your powers of concentration and use your problem-solving skills, too. Start with our games and match words, phrases, or patterns. Then, use the Square Pairs Gamemaker™ to create lots of your own games. You can make these games as simple, serious, or silly as you want. Play with your friends or play against the computer—find the most matches to win.

Play our Square Pairs games... or create your own!

Screen photographs above are of the Apple® computer version of this program. Please note that colors and graphics may vary from computer to computer.

Contents:
- 1 handbook
- 1 program disk

You Need:
- Commodore 64™ disk drive

Learning Opportunities:
- Visual memory . . . problem solving . . . creating your own games

0 96839 78073 00030

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Scholastic Inc.
1290 Wall Street West
P.O. Box 641
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ISBN: 0-590-96839-4

Please note the following changes in the *Square Pairs*, Commodore 64 (disk) handbook:

Page 5

1 Turn on the computer, disk drive, and monitor or TV.

Page 6, paragraph 3

One of the choices in the list is highlighted with a black bar.

Page 9, paragraph 5

It shows you five games at a time.

Page 9, paragraph 7

If you decide to keep the current game, press F3 and you will go back to the Main Menu without changing the game.

ISBN: 0-590-96913-7

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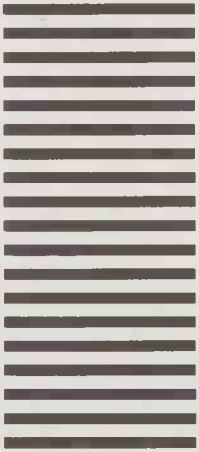

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Commodore 64

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